ABSTRACT

A communication game equipment is provided, which
is capable of implementing a system for performing real
time communication multiplayer communication and real
5   time management monitoring communication while
concurrently keeping an equipment load level. The
communication game equipment including a main system
having a main CPU, which controls execution of games by
game programs; and a communication sub-system having a
10   sub-CPU, which executes a plurality of different
communication function tasks, wherein the communication
sub-system is provided with a shared memory accessible by
the main CPU and the sub-CPU, the communication sub-system
having a resource management task function, which manages
15   resources of the shared memory for the plurality of
different communication function tasks.

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